

Youth volleyball Rules clarifications:

- **Rotation** – In all rec divisions you must sub in at the center back position. In 5-6th modified you can sub in center back or use the USAV rule to sub in anywhere. If subbing in somewhere other than center back, the players who are subbing in and out meet at the 10 ft. line to switch while letting the referee know of the substitution. In the competitive divisions you will use the USAV rule with the Libero player.
- **Serving Line** – Please make sure your players practice at the right serving distance so they are used to it for games. If playing up, players must serve from the distance for the division in which they are playing.
- **Scoring** – No score or standings kept in 2-4th grades. Games have a 13 min. time limit. Scores and standings are kept for 5-9th grade rec, modified, and competitive divisions. Games are played to 23 points with a 25 point cap. Games must be won by 2 points, that's why the 25 point cap.
- **Allow open hand receive of serve** – This is not allowed in 2nd – 3rd grades. They must receive the serve with closed a hand bump. Open hand receives are allowed in all other divisions. This means they can use their fingertips to set the ball on receipt of the serve.
- **Allow double hit serve receive** – On the first touch of the ball after it crosses the net, the ball can be touched twice by the same person. Basically, the ball may be bumped by the hands then glances off the arm. Or it is set sloppily on receipt then bounces off the shoulder. These are both allowed because they are the first hit after the serve, but would not be allowed thereafter.
- **Let/net serve allowed** – When serving, the ball may hit the net on the way over and be a good serve.
- **Service limit per server** – This shows the max number of serves are allowed per sever on each rotation. They only get that max number if their serves get over the net and are playable. For instance, if a 4th grader serves directly into the net on their 2nd serve, they are finished. They don't automatically get 5 serves.
- **Service toss error** - If the ball, after having been tossed or released by the server, lands without touching the player, it is considered a service tossing error. After a service tossing error, the referee must authorize the service again, and the server must execute it within the next five seconds. One service tossing error is permitted for each service.
- **Forfeit limit** – Each team must have at least 4 players ready to play at game time or it is a forfeit.